**Our Favorite Things: The Environmental Impact of Stuff I Like to Do**

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Due 4.4.2013

Using the links provided at mhsclimatechange.wikispaces.com (go to the Daily Schedule and scroll down to April 2), research the impact of one of your favorite industries and create a report on the environmental impact of that industry. You will submit the report electronically be emailing it to: [mconklin@mcpasd.k12.wi.us](mailto:mconklin@mcpasd.k12.wi.us) so you can embed links/sound recordings/etc. right into the document.

Include in your report:

1. Basic information about the carbon footprint of the industry—what is the size of the carbon footprint and what are the components contributing to that footprint? **Represent this information in a graphic** such as a pie chart.
2. A 250-word **written or recorded** summary of your involvement in the industry. What do you do related to this industry? Provide as much detail as possible.
3. A computation of your carbon footprint (personal carbon footprint) in pursuing your interest or hobby. This information should also be presented in **a graphic or visual element**.
4. At least one suggestion of a change you could make in pursuing your hobby and a calculation of how that would decrease your carbon footprint.

**You will present your findings in class on 4.04.2013**. The electronic document should be emailed to Ms. Conklin by the start of class on Thursday—you will not have access to a computer to do it IN class.

Based on the interest survey you filled out at the start of the term, you will be researching the following topics. Remember, this is an INDIVIDUAL project. You may work together to find resources but your final product/presentation will be your own work.

Fashion: **Claire,**

Sports: **Riley, Britta, Josh, Jevarious**,

Music and Movies: **Jacie, Jenni C., Dylan, Aimee**,

Video Games: **Amadeo, Joey H., Anja, Mitchell**,

Outdoor Recreation: **Will, Nick, Kyle**

Travel: **Maeve, Matt, Joe S., Pema**

***See the back page for the grading rubric!***

Interest Industry Reports and Presenation

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|  | 4 | 3 | 2 | 1 |
| Organization | Clear thesis; each element is included and well identified; | Clear thesis; all elements are included and the report holds together | Attempts a thesis; most elements are included and there is some organizational structure to the report | Some attempt to defend a thesis with clear, if not meaningful, organization |
| Content | Thorough, detailed, accurate, and draws on multiple sources that are clearly cited; uses color and multimedia to add emphasis/in strategic ways | Thorough and accurate; uses several sources and cites them. Some use of color or sound. | Broad but superficial; relies on a few sites and cites them. Mostly monochromatic but has at least one multimedia element. | Includes some interesting information and at least 2 sources are cited. Lacks color or other multimedia elements. |
| Ideas (including, but not limited to, Slow Violence, Environmental Justice, and Human Causation of Climate change) | Original and insightful; demonstrates an deep understanding of the environmental implications of the hobby/interest | Well defined and well defended with a connection to the environmental impact of the hobby/interest | Focused on specific idea(s) and connects some information to the environmental impact of the hobby/interest | Attempts to present an understanding of the connection between the hobby/industry and the environment |
| Presentation | At least 3 minutes; covers all the information in the report and supplements with additional comments | At least 2 minutes; covers the report thoroughly. | More than 1 minute; makes reference to most items in the report. | Under 1 minute and references only 1 or 2 report elements. |